

HEADBANGERS

BALL 6

Date: **Saturday, July 13, 2024**

Location: Little Joey's Pizza

416 ½ N Highland St.

Williamsburg Iowa

Doors open @ 9a.m

START TIME: **10:00am**

Cost: \$20 per Coach

RULES / TEAM BUILDING

Headbangers Ball uses the current rules found in the BLOODBOWL 2020 Second Season Rulebook

Using **1,200,000gps**, you are to build a team consisting of minimum 11 players and may purchase fan factor, rerolls, assistant coaches, cheerleaders and/or an apothecary. You can also buy the Headbanger Inducements on page two. No other inducements are allowed. NO STAR PLAYERS. All fields are ASTROGRANITE so you may add +1 to the ARMOUR ROLL ONLY! ONE TURN STALLING ONLY!!!

After your team is built **you will have an additional 200,000gps to spend on skills** for your players. Normal skill costs 20k, Doubles skill cost 30k. No stat upgrades can be purchased.

You can only buy **each skill up to 4 times**.

You can only give **each player up to 2 added skills**.

The Metal Gods have granted favor to the underdog teams.

HEADBANGER INDUCEMENTS

0-1 Iron Maiden 60k

Automatically heals KO's into Reserves after each drive

0-1 Motley Crew 60k

Once per game, the Crew runs onto the field to perform a foul action (even if you already performed a foul action that turn) that automatically succeeds, only roll injury, the ref automatically throws the Crew out afterwards no matter what the injury roll was)

CAUGHT IN A MOSH

If at ANY point in time on your turn there are **9 players (standing or prone) in a 3 x 3 box, you can yell "CAUGHT IN A MOSH"** (and yes, you have to yell it or else it won't work).

The players in those 9 squares are now placed prone. Do NOT roll armour, as other moshers are making sure not to actually injury anyone. If a player was holding the ball, it will scatter. It's not a turnover even if your own player drops the ball.

-If a player Caught in a Mosh was already stunned, he will remain stunned.

-Any players in this Mosh Pit are considered to have used their action this turn, and therefore, cannot stand up. *(too difficult to tell which models were turned around when all are prone)*

-It is quite possible to push players on the other team into squares with the sole purpose to create the mosh pit.

YOU'VE BEEN... THUNDERSTRUCK!!

If a player with the balls STALLS for more than one turn, you may yell You've been.. Thunderstruck! And the Rock Gods will send a bolt of lightning to strike the ball carrier. On a d6 roll of 1-3 place the ball carrier on his back and scatter the ball one time, on a 4+ d6 roll place him face down and scatter the ball three times.

GUITAR HERO

The T.O. will provide one Guitar Hero model to be used in each game. Both teams will still field up to 11 players, but each turn they will have the option of taking an action with the Guitar Hero.

This is the only time it's acceptable to have a 12th player on the pitch.

On a kickoff, **the kicking team will set him up on their side of the pitch**, then once the receiving team's turn starts, the receiving team may begin taking an action with him. If a kickoff result allows him to move, the kicking team moves him.

The Guitar Hero acts exactly like a player on your own team. Once your turn is done, your opponent may then take an action with him on his team turn. He can be ejected for fouling like normal.

Note: The Guitar Hero is not technically twice as fast as everyone else, moving in both team turns, but rather this rule represents his complete lack of control/memory when it comes to trying to play this game! If you double his MA, you will get his "real" MA of 8, but for game terms it's an MA of 4 for each side. GFI's made be taken as normal.

GuitarSmash

Instead of making a Block, the Guitar Hero can instead attempt to smash one adjacent opponent with his guitar. You must roll a 4+. If successful, you make an armour roll +1 (no other modifiers will apply) against opponent. Do not place them prone unless their armour was broken. If you do not succeed on the 4+ roll then the Guitar Hero's action is wasted. You can attempt a Guitar Smash as part of a Blitz action as well, paying one square of MA like normal.

Security Guards

The Guitar Hero has seen his share of unruly crowds, and with his security guards watching for any foul play, he has the ability to get out of the way from injury. **When armour is broken on a Guitar Hero, immediately place him in one team's Reserve box.** (doesn't matter which). He will be put back in play on the next drive.

This also means a Guitar Hero is technically never stunned, never KO'd, and never a Casualty.

CROWD SURFING

If you push someone into the crowd, the crowd might push them back on the field.

Roll on the Injury table as normal. If a KO or Casualty is rolled, treat as normal.

If a **stunned** is rolled, do NOT place the player in the reserves box, instead **put him back in the last square he was in, but prone.**

Do NOT make an armour roll. If that square is now occupied due to a follow up, the coach of **the surfed player must push that player back** using the normal push rules.

THEME

Metal Team Name +10pts

If your team has a metal team name (*determined by T.O.*), you get up to 10 bonus tournament points

Metal Player Names +15pts

If every player on your team has metal player names (*determined by T.O.*), you get up to 15 bonus tournament points

Metal T-Shirt +25pts

If you wear a metal t-shirt (*determined by T.O.*), you get up to 25 bonus tournament points

Painted Team +20pts

If your team is fully painted and based (*determined by T.O.*), you get up to 50 bonus tournament points

WEATHER TABLE (D6)

1 (One) -*Darkness, imprisoning me.* It's very dark outside and thus **only quick passes** may be attempted. Also, **the following skills have no effect in this weather: Kick, Hail Mary, Accurate**

2 -4 – Hallowed by thy FAME – **Perfect** Blood Bowl weather!

5 – Sweating Bullets – *Hello Me, meet the real Me!* It's extremely hot and the air is getting thin. After each drive **roll a D6 for each player left on the pitch. If you roll a 1, they are exhausted and have to remain in the reserves box** and cannot be setup for kickoff.

6 – *RAINING BLOOD!!!!* And it's slippery. All **Go For It's** for the entire game fail on 1 or 2. If you fail, you are automatically stunned as you are stuck in the blood. Do not roll for armour.

OTHER JUNK

Apothecaries heal on a 2+. Place healed player in Reserves.

Only **GW** or **NAF Block Dice** allowed. You don't have to share dice.

Bring **three copies of your roster**: One for you, one for opponent, one for Tournament Organizer.

Bring your own board, block dice, templates, and balls.

First round random pairings, then Swiss pairings after that.

Roster/Injuries will reset each game.

KICKOFF TABLE (2D6)

2 – TWO Lead Guitarists! There are now **TWO Guitar Hero's** on the pitch. Just as the Guitar Hero rules state, they take actions on whichever team's turn you are currently on. One of them will leave the pitch to bang groupies when this drive ends.

3 – The New Stuff – *“This next one is off our new album....”* The main act at the tournament decided to play some stuff from their new album. **One random player from each team, AND the Guitar Hero (if on the pitch) are placed in the reserves box** until the next drive. *“Beer run, dude. The new stuff sucks”*

4 – FOUR HORSEMEN are drawing nearer, and they’ve come to take your life. Roll a D6 and add FAME (reroll ties)– **The losing team’s assistant coaches and cheerleaders have been killed.** Sorry.

5 – FIVE FINGER DEATH PUNCH – The first player to touch the ball after it’s kicked has learn the **Way of the Fist. They now have the Mighty Blow for the rest of the drive.** If they already had it, now they have **Double Mighty Blow** (+2 to armour or injury, or +1 to armour AND +1 to injury) (A “touch” means a pick-up attempt, being pushed onto the ball, or GFI on ball)

6 – SIX SIX SIX - The Number of the Beast! – It’s number is 666, for it is a human number. Roll a **D3** and add **FAME, Coaches, and Cheerleaders** (reroll ties) **Highest Score gets a bonus reroll for the half.** A gift from Eddie.

7 – Today is born the SEVENTH one. So it shall be written. So it shall be done. **Both teams turn markers should be moved forward 1 space** to allow time to for the coming prophecy

8 – EIGHT-TEEN and I get confused every day. **The kicking team can choose to reroll the kickoff roll, or choose that nothing happens,** the ball just bounces as normal.

9 – 99 Ways to Die! All Injury rolls for the rest of the drive can be rerolled by the person rolling. The 2nd result must always be accepted, even if the first roll was better.

10 – TEN THOUSAND FISTS IN THE AIR! The fans are quite Disturbed by this game and distract the ref enough so you can take a **“Blitz Kickoff Result”** as in the CRaP/LRB6 Rulebook.

11 – Eleven. Eleven. Eleven. All of these go to Eleven. During this drive, an armour OR injury roll of 11 by the kicking team (unmodified, only natural 11’s count) **will give them a bonus reroll** for that drive only. **(Limit 3 extra RRs)**

12 – “I am the LAW!” Not only will the ref call fouls as normal, but he gets a bit of a power trip and **will throw anyone out who rolls doubles on their opponents injury rolls when performing a BLOCK or a BLITZ action.**

SCORING

60pts for a WIN 30pts for a DRAW 10pts for a LOSS

+5pts for each Casualty caused by BLOCKING only

(Casualties inflicted by a Guitar Hero DO NOT count!)

The T.O. will add in your Theme Bonus points after the Final Round.

SCHEDULE

DOORS OPEN 9a.m

10:00 – 12:15 Game 1 (1st game always takes longer)

12:15 – 1:00 Lunch

1:00 – 3:00 Game 2

3:00 – 3:15 Break

3:15 – 5:15 Game 3

5:15 – 5:30 Break

5:30 – 7:30 Game 4

7:45 – Stage Dives

OZZWARDS

1st Place (Highest total points)

War Pig – (Most CASs for)

Flying High – (Most TDs for)

BEST MERCH (Best Painted: This open to ALL teams self painted or bought)